

Fisher-Price

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PARENTS

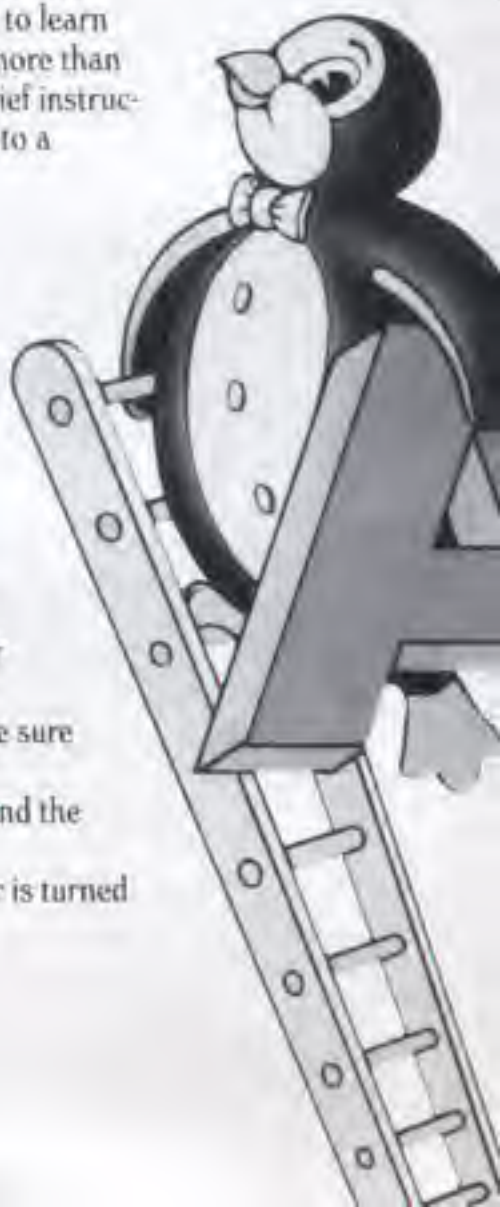
ALPHA BUILD™ introduces your child to elementary alphabet skills in a delightfully entertaining manner. With the help of Perry the Penguin, your child will have fun matching upper and lower case letters, learning alphabetical order, and recognizing simple words. Bright colors, lively music, and the excitement of building the Alphabet City will reward your child with hours of learning fun.

FISHER-PRICE™ Learning Software is designed to make it easy for children to learn through creative play, needing little more than imagination and a joystick. These brief instructions for playing will help you get off to a quick start.

ALPHA BUILD was created by ChildWare Corporation, an educational software company, founded on the concept that, "Learning is the Ultimate Game."™ Producer—Clifford West. Artist—Steve Snyder. Programmer—Mac Semour. Music—Caroline Sevor. Documentation—Andy Lower. Designers—Chris Beck, Susan Keyes, Steve Snyder, Mac Semour, Tanya Wendling, Clifford West, Ramon Zamora.

HOW DO I START?

- Be sure the computer is turned off.
- Plug in the joystick. (Use Port 2 for Commodore 64)
- Insert the cartridge into the slot. Be sure the label faces you.
- Turn on the television or monitor and the computer.
- After playing, be sure the computer is turned off before removing the cartridge.



SELECT A LEVEL

The level number will flash in the upper right corner of the screen. To choose among the 8 levels of play, press the **F1** key.

Press the space bar to begin playing.

If you wish to change levels during the game, press the space bar and the trucks will drive off. The level number will begin flashing so you can choose another level.

- Levels 1-4 include simple letter recognition, upper and lower case matching, and alphabetical order.
- Level 5 introduces words to the game play.
- Levels 6-8 are word challenges in which one or more letters of a word disappear in the letter boxes.

HOW DO I WIN?

Fill the trucks with the correct letters and you can begin to build a city. First build the frame, then add the surface. On your third trip, paint the city! And Perry might even take a bow!

WHAT DO I DO?

1. Use the joystick to guide Perry the Penguin up a ladder.
2. When Perry is at the top, press the joystick button and he will pick up a letter.
3. Guide Perry down the ladder and to the matching letter chute above the truck.
4. Press the joystick button and Perry will throw the letter into the chute and onto the truck.

In Levels 3-8, you will need to move the letter belts to find the right letter.

5. As Perry climbs the ladder, lights will flash on either side of the ladder.
6. When the lights are on, move the joystick to the right or left to make Perry press the letter belt buttons. The letter belt will move right or left.

HINT

- If you pick a letter you don't want, guide Perry to the letter chute on the left side of the screen. Press the joystick button. The letter will fall into the chute and roll away.

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